

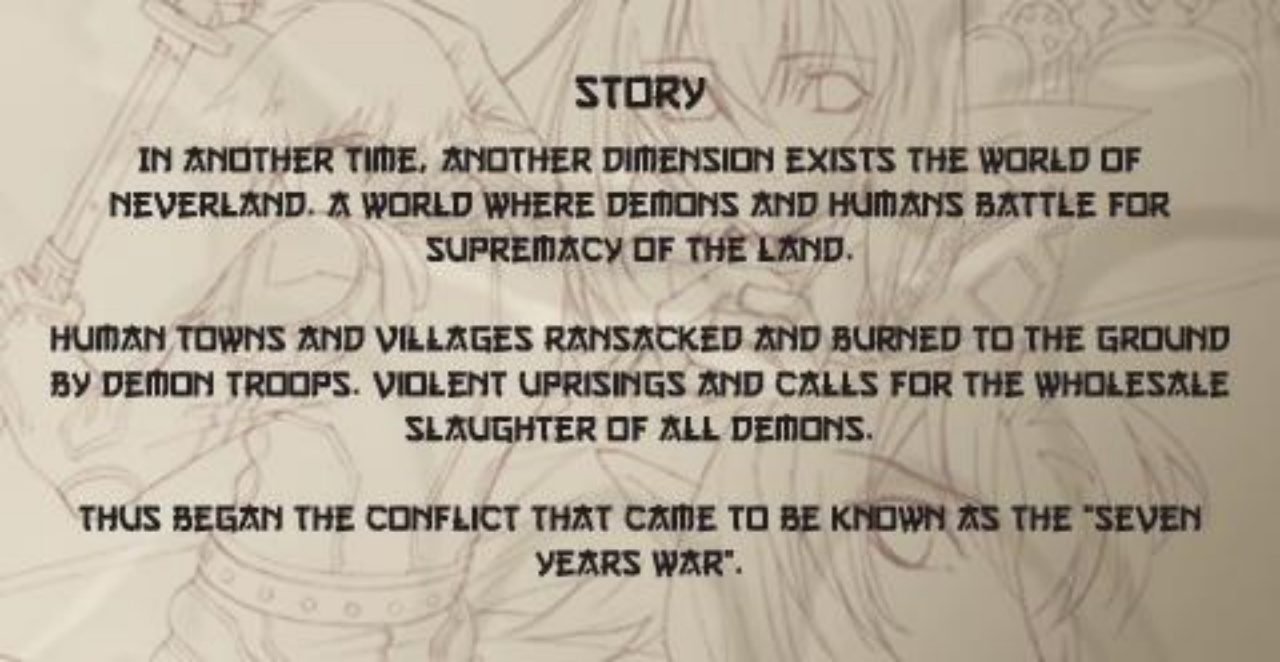
The background features two anime-style characters. On the left, a character with long, flowing purple hair and purple eyes is shown in profile, looking towards the center. On the right, a character with spiky purple hair and brown eyes is shown from the chest up, wearing a silver shoulder guard and a red cape. The title "Spectral Souls" is written in a large, ornate, metallic font with a yellow and orange flame-like effect behind the letters. Below the title, the subtitle "Resurrection of the Ethereal Empires" is written in a smaller, red font with a black outline.

Spectral Souls

Resurrection of the Ethereal Empires

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STORY

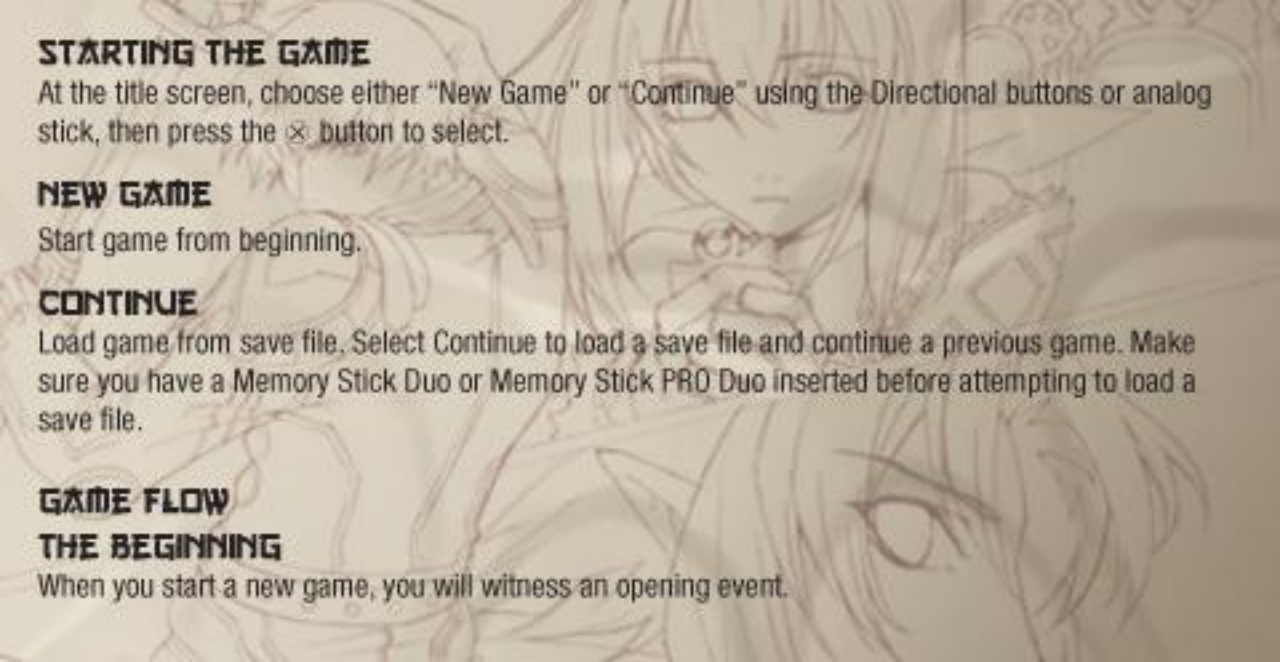
IN ANOTHER TIME, ANOTHER DIMENSION EXISTS THE WORLD OF NEVERLAND. A WORLD WHERE DEMONS AND HUMANS BATTLE FOR SUPREMACY OF THE LAND.

HUMAN TOWNS AND VILLAGES RANSACKED AND BURNED TO THE GROUND BY DEMON TROOPS. VIOLENT UPRISINGS AND CALLS FOR THE WHOLESALE SLAUGHTER OF ALL DEMONS.

THUS BEGAN THE CONFLICT THAT CAME TO BE KNOWN AS THE "SEVEN YEARS WAR".

CONTROLS

Button	World & Town Map	Battle
Directional buttons	Highlight Menu Move cursor/Character	Move cursor
○ button	Cancel Exit area map	Cancel commands Free move (move cursor freely in battle)
⊗ button	Advance text/Select Converse (Town) Enter buildings (Town)	Select/Show commands/Status
□ button	Preview shop items View character Check skill ingredients	Show HP/AP
△ button	View Main Menu View status (Town)	Show detailed turn order Show item/skill info
R button	Switch pages/categories	Hold
L button	Switch pages/categories	
START button	Skip dialogue	Show options
SELECT button	Toggle mini map ON/OFF	Tilt camera



STARTING THE GAME

At the title screen, choose either "New Game" or "Continue" using the Directional buttons or analog stick, then press the  button to select.

NEW GAME

Start game from beginning.

CONTINUE

Load game from save file. Select Continue to load a save file and continue a previous game. Make sure you have a Memory Stick Duo or Memory Stick PRO Duo inserted before attempting to load a save file.

GAME FLOW

THE BEGINNING

When you start a new game, you will witness an opening event.

WORLD MAP

After your first battle, you will go to the World Map screen. Move to the point in red to progress the story. The points shown in red belong to the army you're currently controlling.

AREA MAP

Along with the World Map there is the Area Map, where most events and battles occur. These areas sometimes give access to smaller maps, such as castles. Press the  button on an Area Map to return to the previous map.

From the Area Map you can also access towns. Towns contain 3 facilities; the Item Shop, the Workshop, and the Guild. Enter a building by pressing the  button near the door for that building.

BATTLE

Battles are won by achieving the Victory Condition listed at the start of each battle. In successive maps, you can't return to the World Map until you finish the entire map and fulfil all conditions.

HISTORICAL MOMENT

After clearing a certain number of events, a Historical Moment will appear. Which army you use to clear this will affect the historical outcome.

WORLD & AREA MAP

MAIN MENU

Press the  button on the world map to bring up the Main Menu.

MOVE

Point colours correspond to the armies listed below.

RED = Simba Army

BLUE = Neverland Army

YELLOW = Rozess Army

Select Move to see a list of areas to which you can move. Highlight a name and press the  button to move there. Available areas will change depending on which army you control. Check the colour code of an area before moving.

Credits:

SPECTRAL SOULS

—Resurrection of the Ethernad Empire—

NORTH AMERICAN VERSION

LOCALIZATION TEAM

LOCALIZATION PRODUCER

Yoshiteru Sato

Haru Awaraga

LOCALIZATION DIRECTOR

Katsuke Kagiya

Jack Nida

PROGRAMMING

Carlo Percotti

"Hyper-Derbox Japan"

CG DESIGN

Naohisa Kochiwa

SCRIPT EDITOR/

Phoenia Spaulding

TRANSLATION

Nao Zook

Satomi Aihara

LOCALIZATION SUPPORT

Jason Sheth

Satomi Aihara

VOICE DIRECTOR & ENGINEER

Keith Aron

DIALOG EDITORS

Jesse Kozmrovis

James Whitall

RECORDED AT

PCB Studios, California

PRODUCTION DIRECTOR

Hiroko K. Nelson

PACKAGE & MANUAL DESIGN

Mizuki Kamoda

PROMOTION MOVIES & AD DESIGN

Mizuki Kamoda

WEB DESIGN

Ugo Lu

PR & MARKETING

Schaeta Hirota

Jack Nida

Nao Zook

QUALITY ASSURANCE

Jim Conrad

Vinh Gai

Roman Maroto

Bryan Yang

Miyuki Mitsuhashi

Flaz Worth

Kevin Shull

SPECIAL THANKS

Laura Ford (SCEA)

Michael Foster (SCEA)

Ghostlight Ltd.

Development Manager: Darren Morgan

Senior Producer: Alexander Evans

Production/QA Lead: Steven Barber

QA Testers: Ross Brinkley, Ben Rogers

Artwork and Packaging: Paul Morgan

Head of Development: Steve Morgan

!f IDEA FACTORY

GHOSTLIGHT

The image is a promotional artwork for the video game 'Spectral Souls: Resurrection of the Ethereal Empires'. It features two anime-style characters: a girl with long, flowing purple hair and purple eyes on the left, and a boy with spiky purple hair and brown eyes on the right. The boy is wearing a silver shoulder guard and a red cape. In the center, the title 'Spectral Souls' is written in a large, ornate, metallic font with a glowing orange and yellow aura. Below the title, the subtitle 'Resurrection of the Ethereal Empires' is written in a smaller, simpler font, underlined with a red line. The background is a soft, hazy mix of white and light purple.

Spectral Souls

Resurrection of the Ethereal Empires

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L'HISTOIRE

DANS UN AUTRE TEMPS, UNE AUTRE DIMENSION SE TROUVE LE MONDE DE NEVERLAND. UN UNIVERS OÙ DÉMONS ET HUMAINS LUTTENT POUR LA SUPRÉMATIE SUR LE MONDE.

LES VILLES ET LES VILLAGES HUMAINS ONT ÉTÉ PILLÉS ET BRÛLÉES PAR LES TROUPES DÉMONIAQUES. LA RÉVOLTE GRONDE ET LES APPELS AU MASSACRE DES DÉMONS SE MULTIPLIENT.

AINSI COMMENCE LE CON IT QUI SERA CONNU SOUS LE NOM DE LA « GUERRE DE SEPT ANS ».

COMMANDES

Touche	Carte du monde et de la ville	Combat
Touches directionnelles	Sélectionner le curseur, déplacer le curseur ou un personnage	Déplacer le curseur
Touche ○	Annuler Quitter la carte tactique	Annuler des ordres → Déplacement libre du curseur en combat
Touche ×	Avancer dans le texte/Choisir Discuter (en ville) Entrer dans des bâtiments (en ville)	Sélectionner/Voir ordres et états

Touche □	Voir les articles de la boutique Voir personnage Voir ingrédients compétences	Voir PV/PA
Touche △	Voir le menu principal Voir état (en ville)	Voir le détail de l'ordre du tour Voir info objets/ compétences
Touche r	Changer de page/catégorie	Tenir
Touche L	Changer de page/catégorie	
Touche START	Passer le dialogue	Voir les options
Touche SELECT	Basculer l'affichage de la minicarte	Pivoter la vue

COMMENCER À JOUER

Sur l'écran de titre, choisir « New Game » pour une nouvelle partie ou « Continue » pour continuer une partie entamée, avec les touches directionnelles ou le joystick analogique. Confirmer avec la touche X.

NOUVELLE PARTIE

Commencer à jouer au début de l'aventure.

CONTINUER

Charge une partie depuis la sauvegarde. Choisir « Continue » pour charger une sauvegarde et poursuivre la partie. Assurer vous d'avoir inséré un Memory Stick Duo ou un Memory Stick PRO Duo avant de charger une partie sauvegardée.

PRINCIPE

AU COMMENCEMENT

Une nouvelle partie commence par une scène d'introduction.

CARTE DU MONDE

Après votre premier combat, l'écran de Carte du monde s'affiche. Allez sur le point rouge pour poursuivre l'aventure. Les points rouges correspondent à l'armée que vous contrôlez.

CARTE TACTIQUE

A côté de la Carte du monde, c'est sur la Carte tactique que se déroulent la plupart des événements et des combats. Vous y trouverez parfois l'accès à de plus petites cartes, comme les cartes de châteaux. Appuyez sur la touche **a** quand une carte tactique est affichée pour revenir à la carte précédente.

Vous pouvez également accéder à des villes depuis les Cartes tactiques. Les villes contiennent 3 lieux : la Boutique (Item Shop), l'Atelier (Workshop) et la Guilde (Guild). Pour entrer dans un bâtiment, appuyez sur la touche **x** en vous tenant près de la porte.

COMBAT

Pour gagner, il faut remplir les conditions de victoire indiquées au début de chaque bataille. Une fois sur une carte, vous ne pouvez pas retourner à la Carte du monde tant que vous n'avez pas fini la carte complète en remplissant toutes les conditions.

CRÉDITS

SPECTRAL SOULS

~ Resurrection of the Ethereal Empires ~

NORTH AMERICAN VERSION

LOCALIZATION TEAM

LOCALIZATION PRODUCER

Yoshitani Sato

Hiro Akenaga

LOCALIZATION DIRECTOR

Keisuke Kagaya

Jack Nida

PROGRAMMING

Carlo Perconti

"Hyper-Devbox Japan"

CG DESIGN

Naohisa Kachiwa

SCRIPT EDITOR

Phoenix Spaulding

TRANSLATION

Nao Zook

Satomi Aikawa

LOCALIZATION SUPPORT

Jason Struel

Satomi Aikawa

VOICE DIRECTOR & ENGINEER

Keith Aron

DIALOG EDITORS

Jesse Kozlovic

James Vance

RECORDED AT

PCB Studios, California

PRODUCTION DIRECTOR

Hiroko K. Nelson

PACKAGE & MANUAL DESIGN

Mizuki Kamoda

PROMOTION MOVIES & AD DESIGN

Mizuki Kamoda

WEB DESIGN

Chris La

PR & MARKETING

Johnna Hirota

Jack Nida

Nao Zook

QUALITY ASSURANCE

Jim Conrad

Vinh Gai

Roman Marote

Bryan Yang

Miyuki Mitsuhashi

Pantz Worth

Kevin Shue

SPECIAL THANKS

Laura Ford (SCEA)

Michael Foster (SCEA)

Ghostlight Ltd.

Development Manager: Daren Morgan

Senior Producer: Alasdair Evans

Producer: QA Lead: Steven Barber

QA Testers: Ross Brierley, Ben Rogers

Artwork and Packaging: Paul Morgan

Head of Development: Steve Madden

!f IDEA FACTORY

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Resurrection of the Ethereal Empires

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GESCHICHTE

IN EINER ANDEREN ZEIT UND DIMENSION EXISTIERT DIE WELT NEVERLAND
EINE WELT, IN DER DÄMONEN UND MENSCHEN UM DIE VORHERRSCHAFT
KÄMPFEN.

STÄDTE UND DÖRFER DER MENSCHEN VON DÄMONENTRUPPEN
GEPLÜNDERT UND NIEDERGEBRÄNNT. GEWALTTÄTIGE AUFSTÄNDE UND
RUF NACH DER TOTALEN VERNICHTUNG ALLER DÄMONEN:

SO BEGANN DER KONIKT, DER ALS "SIEBENJÄHRIGER KRIEG" IN DIE
GESCHICHTE EINGEHEN SOLLTE.

STEUERUNG

Taste	Welt- und Stadtkarte	Kampf
Richtungstasten	Menüeintrag markieren Cursor/Charakter bewegen	Cursor bewegen
○-Taste	Abbrechen Gebietskarte verlassen	Befehle abbrechen Frei bewegen (Cursor im Kampf frei bewegen)
✕-Taste	Text überspringen/Auswahl Unterhalten (Stadt) Gebäude betreten (Stadt)	Status/Befehle auswählen/anzeigen



□-Taste	Vorschau Shopgegenstände Charakter ansehen Zutaten prüfen	HP/AP anzeigen
△-Taste	Hauptmenü öffnen Status anzeigen (Stadt)	Ausführliche Zugreihenfolge anzeigen Info zu Gegenstand/Fähigkeit anzeigen
R-Taste	Kategorien/Seiten wechseln	Halten
L-Taste	Kategorien/Seiten wechseln	
START-Taste	Dialog überspringen	Optionen anzeigen
SELECT-Taste	Minikarte AN/AUS	Kamera neigen

SPIELSTART

Wählen Sie im Titelbildschirm mit den Richtungstasten oder dem Analog-Stick „Neues Spiel“ (New Game) oder „Fortsetzen“ (Continue) aus und bestätigen Sie Ihre Auswahl mit der X-Taste.

NEUES SPIEL (NEW GAME)

Startet das Spiel komplett neu.

FORTSETZEN (CONTINUE)

Wählen Sie diese Option aus, um eine Speicherdatei zu laden und ein vorheriges Spiel fortzusetzen. Vergewissern Sie sich, dass Sie vor dem Laden einen Memory Stick Duo oder Memory Stick PRO Duo eingelegt haben.

SPIELABLAUF

DER BEGINN

Wenn Sie ein neues Spiel starten, findet zu Beginn ein Eröffnungsereignis statt.

WELTKARTE

Nach Ihrem ersten Kampf wechseln Sie zum Weltkarten-Bildschirm. Begeben Sie sich zum roten Punkt, um die Geschichte fortzusetzen. Rote Punkte gehören zur aktuell von Ihnen kontrollierten Armee.

GEBIETSKARTE

Neben der Weltkarte gibt es auch eine Gebietskarte, auf der die meisten Ereignisse und Kämpfe stattfinden. In diesen Gebieten erhalten Sie manchmal auch Zutritt zu kleineren Karten wie z. B. Burgen. Drücken Sie die -Taste auf einer Gebietskarte, um zur vorherigen Karte zurückzukehren.

Von der Gebietskarte aus können Sie auch Städte betreten. In Städten gibt es drei Einrichtungen: Laden (Item Shop), Werkstatt (Workshop) und Gilde (Guild). Sie betreten ein Gebäude, indem Sie in der Nähe der entsprechenden Tür die -Taste drücken.

KAMPF

Sie gewinnen Kämpfe, indem Sie die zu Beginn angezeigte Siegbedingung (Victory Condition) erfüllen.

Mitwirkende:

SPECTRAL SOULS

—Resurrection of the Ethereal Engine—

NORDAMERIKANISCHE VERSION

LOKALISIERUNGSTEAM

LOKALISIERUNGSPRODUZENTEN

Yoshitaka Sato

Haru Awaraga

LOKALISIERUNGSLEITER

Kensuke Kagiyu

Jack Nida

PROGRAMMIERUNG

Carlo Perganti

"Hyper-Dexbox Japan"

CG-DESIGN

Naohisa Kochiwa

SKRIPTBEARBEITUNG

Phoenix Spaulding

ÜBERSETZUNG

Nao Zook

Satoru Aihara

LOKALISIERUNGSUNTERSTÜTZUNG

Jason Shumi

Satoru Aihara

LEITUNG UND TECHNIK SPRACHAUFNAHMEN

Kaiti Arim

DIALOGBEARBEITUNG

Jesse Kohnovics

James Vance

AUFNAHMEN

PCB Studios, California

PRODUKTIONSLEITUNG

Hiroko K. Nelson

HANDBUCH- UND VERPACKUNGSDESIGN

Mizuki Kamoda

PROMOTIONVIDEOS UND ANZEIGENDESIGN

Mizuki Kamoda

WEBDESIGN

Lee Li

PR UND MARKETING

Johanna Hirota

Jack Nida

Nao Zook

QUALITÄTSSICHERUNG

Jim Conrad

Vinh Gai

Roman Morozov

Bryan Yang

Miyuki Mitsuhashi

Franz Worth

Kevin Stasi

MIT BESONDEREM DANK AN

Lauren Ford (SCEA)

Michael Foster (SCEA)

Ghostlight Ltd.

Entwicklungsmanager: Darren Morgan

Leitender Produzent: Alisdair Evans

Produzententüftung QS: Steven Barber

QS-Testen/Beta: Brianley, Ben Rogers

Grafik und Verpackung: Paul Morgan

Entwicklungsleitung: Steve Morgan

!f IDEA FACTORY

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Resurrection of the Ethereal Empires

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HISTORIA

EN OTRO TIEMPO Y OTRA DIMENSIÓN EXISTE EL MUNDO DE NUNCA JAMÁS, DONDE DEMONIOS Y HUMANOS LUCHAN POR LA SUPREMACÍA.

LAS CIUDADES Y ALDEAS HUMANAS ERAN SAQUEADAS Y ARRASADAS POR LAS TROPAS DEMONIÁCAS MIENTRAS SE PRODUCÍAN VIOLENTOS LEVANTAMIENTOS Y LLAMADAS A MATAR A TODOS LOS DEMONIOS.

ASÍ EMPEZÓ EL CON ICTO CONOCIDO COMO GUERRA DE LOS SIETE AÑOS.

CONTROLES

Botón	Mapa del mundo y ciudad	Combate
Botones de dirección	Resaltar menú Mover cursor/Personaje	Mover cursor
Botón ○	Cancelar Salir del mapa de zona	Cancelar comandos Movimiento libre (mover el cursor en el combate)
Botón ×	Avanzar texto/Seleccionar Conversar (ciudad) Entrar en edificios (ciudad)	Seleccionar/Ver comandos/Estado
Botón □	Ver objetos de la tienda Ver personaje Comprobar ingredientes de habilidad	Ver HP/AP
Botón △	Ver menú principal Ver estado (ciudad)	Mostrar turnos en detalle Ver información de objeto/habilidad
Botón R	Cambiar de página/categoría	Mantener

Botón L	Cambiar de página/categoría	
Botón START	Saltar diálogo	Ver opciones
Botón SELECT	Ver/Ocultar minimapa	Inclinar cámara



CÓMO INICIAR EL JUEGO

En la pantalla de título, selecciona Partida nueva (New Game) o Continuar (Continue) usando los botones de dirección o el joystick analógico y pulsa el botón **X** para seleccionar.

PARTIDA NUEVA (NEW GAME)

Empieza a jugar desde el principio.

CONTINUAR (CONTINUE)

Carga una partida guardada. Selecciona esta opción para cargar una partida guardada y seguir jugando. Comprueba que haya un Memory Stick Duo o un Memory Stick PRO Duo insertado antes de cargar una partida.

DESARROLLO DEL JUEGO AL PRINCIPIO

Cuando empiezas una partida nueva, verás un vídeo inicial.

MAPA DEL MUNDO

Después de tu primera batalla, accederás a la pantalla del mapa del mundo. Ve al punto rojo para avanzar en la historia. Los puntos rojos pertenecen al ejército que controlas.

MAPA DE ZONA

Además del mapa del mundo hay un mapa de zona, donde se desarrollan la mayor parte de eventos y batallas. Esas zonas pueden dar acceso a mapas más pequeños como los castillos. Pulsa el botón  en el mapa de zona para volver al mapa anterior.

Desde el mapa de zona también puedes acceder a las ciudades. En las ciudades hay tres edificios principales: la tienda, el taller y el gremio. Para entrar en un edificio, pulsa el botón  cerca de la puerta.

COMBATE

Para ganar un combate debes alcanzar la condición de victoria indicada al empezar. En los mapas sucesivos no podrás volver al mapa del mundo mientras no cumplas todas las condiciones.

Créditos:

SPECTRAL SOULS

~Resurrection of the Ethereal Empire~

VERSIÓN NORTEAMERICANA

EQUIPO DE LOCALIZACIÓN

PRODUCTOR DE LOCALIZACIÓN

Yoshihisa Sato

Haru Akenaga

DIRECTOR DE LOCALIZACIÓN

Katsuse Kaguya

Jack Nida

PROGRAMACIÓN

Carla Percotti

"Hyper-Devbox Japan"

DISEÑO GRAFICO

Norihisa Kochiwa

EDITOR DEL GUION

Phoenix Spaulding

TRADUCCIÓN

Nao Zook

Satomi Aihara

ASISTENCIA EN LOCALIZACIÓN

Jason Shum

Satomi Aihara

DIRECTOR Y TÉCNICO DE VOZ

Keith Aram

EDITORES DE DIÁLOGOS

Jesse Kozlovsky

James Vance

GRABADO EN

PCB Studios, California

DIRECTOR DE PRODUCCIÓN

Hiroko K. Nelson

DISEÑO DE EMBALAJE Y MANUAL

Mizuki Kamoda

DISEÑO DE VIDEOS PROMOCIONALES Y PUBLICIDAD

Mizuki Kamoda

DISEÑO WEB

Lisa La

RR, PP, Y MARKETING

Johanna Hirota

Jack Nida

Nao Zook

CONTROL DE CALIDAD

Jim Conrad

Web Dai

Roman Marotte

Bryan Yang

Miyuki Mitsuhashi

Scott Worth

Kevin Shuei

AGRADECIMIENTOS

Laura Ford (SCEA)

Michael Foster (SCEA)

Ghostlight Ltd.

Responsable de desarrollo: Darren Morgan

Productor senior: Alexander Evans

Productor / Responsable de control de calidad: Steven

Barber

Analista de control de calidad: Ross Brierley, Ben

Rogers

Diseño gráfico y embalaje: Paul Morgan

Director de desarrollo: Steve Morgan

!f IDEA FACTORY

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LA STORIA

IN UN ALTRO TEMPO E IN UN'ALTRA DIMENSIONE ESISTE IL MONDO DI NEVERLAND. UN MONDO DOVE DEMONI E UMANI SI COMBATTONO PER LA SUPREMAZIA SULLA TERRA.

LE CITTÀ E I VILLAGGI UMANI VENGONO SACCHEGGIATI E BRUCIATI DALLE TRUPPE DEMONIACHE.

VIOLENTE RIVOLTE CHIEDONO IL MASSACRO DI TUTTI I DEMONI.

COSÌ INIZIA IL CON ITTO CHE DIVERRÀ NOTO COME LA "GUERRA DEI SETTE ANNI".

COMANDI

Tasto	Mappa del mondo e della città	Battaglia
Tasto direzionale	Evidenzia menu Muovi cursore/personaggio	Muovi cursore
Tasto ○	Annulla Esci dalla mappa dell'area	Annulla comandi Movimento libero (muovi liberamente il cursore in battaglia)
Tasto ⊗	Avanza testo/Seleziona Parla (Città) Entra edifici (Città)	Seleziona/Mostra comandi/Stato
Tasto □	Anteprima oggetti negozio Vedi personaggio Controlla ingredienti abilità	Mostra HP/AP
Tasto △	Vedi menu principale Vedi stato (Città)	Mostra ordine turno dettagliato Mostra info oggetto/abilità

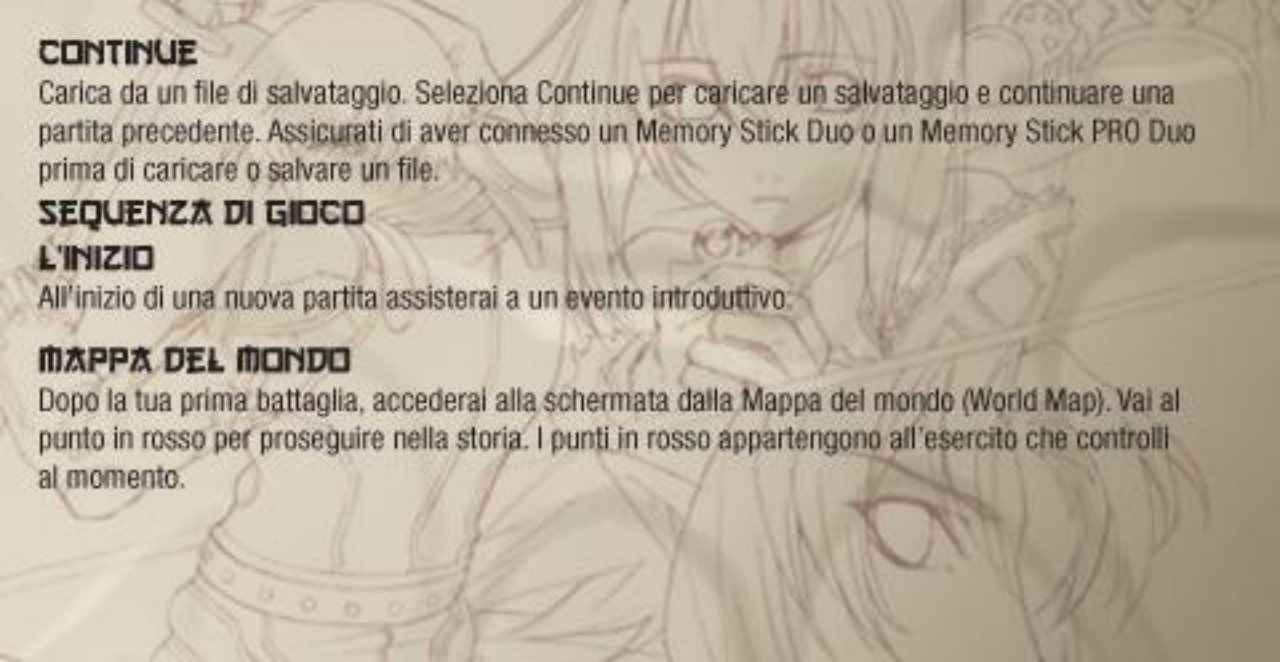
Tasto R	Cambia pagina/categoria	Hold (Ferma)
Tasto L	Cambia pagina/categoria	
Tasto START	Salta dialogo	Mostra opzioni
Tasto SELECT	Abilita/disabilita mini mappa	Muovi visuale

INIZIARE IL GIOCO

Dalla schermata dei titoli, scegli "New Game" (Nuova partita) o "Continue" (Continua) usando il tasto direzionale o la levetta analogica, quindi premi il tasto $\times$ per confermare.

NEW GAME

Inizia una nuova partita dall'inizio.



CONTINUE

Carica da un file di salvataggio. Seleziona Continue per caricare un salvataggio e continuare una partita precedente. Assicurati di aver connesso un Memory Stick Duo o un Memory Stick PRO Duo prima di caricare o salvare un file.

SEQUENZA DI GIOCO

L'INIZIO

All'inizio di una nuova partita assisterai a un evento introduttivo.

MAPPA DEL MONDO

Dopo la tua prima battaglia, accederai alla schermata della Mappa del mondo (World Map). Vai al punto in rosso per proseguire nella storia. I punti in rosso appartengono all'esercito che controlli al momento.

MAPPA DELL'AREA

Insieme alla Mappa del mondo c'è la Mappa dell'area (Area Map), dove si verificano la maggior parte degli eventi e battaglie. Queste aree a volte danno accesso a mappe più piccole, come ai castelli. Premi il tasto  sulla Mappa dell'area per tornare alla mappa precedente.

Dalla Mappa dell'area puoi anche accedere alle città. Le città contengono 3 strutture: il negozio degli oggetti (Item Shop), il laboratorio (Workshop) e la gilda (Guild). Entra in un edificio premendo il tasto  vicino alla porta.

BATTAGLIA

La battaglia si vincono soddisfacendo la condizione di vittoria (Victory Condition) mostrata all'inizio della battaglia. Nelle mappe successive, non potrai tornare alla Mappa del mondo finché non avrai finito l'intera mappa e avrai soddisfatto tutte le condizioni.

RICONOSCIMENTI:

SPECTRAL SOULS

—Resurrection of the Ethersal Empire—

VERSIONE NORDAMERICANA

TEAM DI LOCALIZZAZIONE

PRODUTTORE DI LOCALIZZAZIONE

Yoshiteru Sato

Haru Akenaga

DIRETTORE LOCALIZZAZIONE

Katsuko Kagiya

Jack Nida

PROGRAMMAZIONE

Carlo Perconti

"Hyper-Devbox Japan"

IDEAZIONE CG

Norihisa Kochiwa

EDITOR SCENEGGIATURA

Phoenix Spaulding

TRADUZIONE

Nao Zook

Satomi Aihara

SUPPORTO ALLA LOCALIZZAZIONE

Jason Shuai

Satomi Aihara

DIRETTORE E REGISTRAZIONE

DOPPIAGGIO

Keth Arom

EDITOR DEI DIALOGHI

Jesse Kovarovic

James Vance

REGISTRATO A

PCB Studios, California

DIRETTORE DI PRODUZIONE

Hiroko K. Nelson

DESIGN DEL PACKAGING E DEL MANUALE

Mizuki Kamoda

FILMATI PROMOZIONALI E DESIGN

Mizuki Kamoda

WEB DESIGN

Lisa La

PR & MARKETING

Johanna Hirota

Jack Nida

Nao Zook

CONTROLLO QUALITÀ

Jim Conrad

Vinh Bui

Roman Marotta

Bryan Yang

Miyuki Mitsuhashi

Franz Worth

Kevin Shuai

RINGRAZIAMENTI SPECIALI

Laura Ford (SCEA)

Michael Foster (SCEA)

Ghostlight Ltd.

Manager dello sviluppo: Darren Morgan

Produttore Senior: Alasdair Evans

Produttore/Capo CG: Steven Barber

Testler CG: Ross Brierley, Ben Rogers

Grafica e packaging: Paul Morgan

Capo dello sviluppo: Steve Morgan

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GHOSTLIGHT